

Abyssal Specter

{2}{B}{B}

Creature -- Specter

2/3

Flying

Whenever Abyssal Specter deals damage to a player, that player discards a card from his or her hand.

Adarkar Sentinel

{5}

Artifact Creature

3/3

{1}: Adarkar Sentinel gets +0/+1 until end of turn.

Adarkar Unicorn

{1}{W}{W}

Creature -- Unicorn

2/2

{T}: Add either {U} or {U} and one colorless mana to your mana pool. This mana is usable only to pay for cumulative upkeep.

Adarkar Wastes

Land

{T}: Add one colorless mana to your mana pool.

{T}: Add {W} or {U} to your mana pool. Adarkar Wastes deals 1 damage to you.

Aegis of the Meek

{3}

Artifact

{1}, {T}: Target 1/1 creature gets +1/+2 until end of turn.

Aggression

{2}{R}

Enchant Creature

Aggression can enchant only a non-Wall creature.

Enchanted creature has first strike and trample.

At the end of its controller's turn, destroy enchanted creature if it didn't attack this turn.

Altar of Bone

{G}{W}

Sorcery

As an additional cost to play Altar of Bone, sacrifice a creature.

Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.

Amulet of Quoz

{6}

Artifact

Remove Amulet of Quoz from your deck before playing if you're not playing for ante.

{T}, Sacrifice Amulet of Quoz: Target opponent may add the top card of his or her library to the ante. If he or she doesn't, you flip a

coin. If you win the flip, that player loses the game. If you lose the flip, you lose the game. Play this ability only during your upkeep.

Anarchy

{2}{R}{R}

Sorcery

Destroy all white permanents.

Arctic Foxes

{1}{W}

Creature -- Fox

1/1

Creatures with power 2 or greater can't block Arctic Foxes as long as defending player controls a snow-covered land.

Arcum's Sleigh

{1}

Artifact

{2}, {T}: Until end of turn, attacking doesn't cause target creature to tap if defending player controls a snow-covered land.

Arcum's Weathervane

{2}

Artifact

{2}, {T}: Target snow-covered land loses snow-covered. #(This effect doesn't end at end of turn.)#

{2}, {T}: Target basic land without snow-covered gains snow-covered. #(This effect doesn't end at end of turn.)#

Arcum's Whistle

{3}

Artifact

{3}, {T}: Target non-Wall creature's controller may pay that creature's converted mana cost. If he or she doesn't, the creature attacks this turn if able, and at end of turn, destroy it if it didn't attack. Play this ability only during the creature's controller's turn before attackers are declared. You can't target a creature that came under its controller's control this turn.

Arenson's Aura

{2}{W}

Enchantment

{W}, Sacrifice an enchantment: Destroy target enchantment.

{3}{U}{U}: Counter target enchantment spell.

Armor of Faith

{W}

Enchant Creature

Enchanted creature gets +1/+1.

{W}: Enchanted creature gets +0/+1 until end of turn.

Arnjlot's Ascent

{1}{U}{U}  
Enchantment  
Cumulative upkeep {U}  
{1}: Target creature gains flying until end of turn.

Ashen Ghou1  
{3}{B}  
Creature -- Ghou1  
3/1  
Haste #(This creature may attack and #{T}# the turn it comes under your control.)#  
{B}: Return Ashen Ghou1 from your graveyard to play. Play this ability only during your upkeep and only if three or more creature cards are above Ashen Ghou1.

Aurochs  
{3}{G}  
Creature -- Aurochs  
2/3  
Trample  
As long as Aurochs is attacking, it gets +1/+0 for each other attacking Aurochs.

Avalanche  
{X}{2}{R}{R}  
Sorcery  
Destroy X target snow-covered lands.

Balduvian Barbarians  
{1}{R}{R}  
Creature -- Barbarian  
3/2

Balduvian Bears  
{1}{G}  
Creature -- Bear  
2/2

Balduvian Conjurer  
{1}{U}  
Creature -- Wizard  
0/2  
{T}: Until end of turn, target snow-covered land becomes a 2/2 creature that's still a land.

Balduvian Hydra  
{X}{R}{R}  
Creature -- Hydra  
0/1  
Balduvian Hydra comes into play with X +1/+0 counters on it.  
Remove a +1/+0 counter from Balduvian Hydra: Prevent the next 1 damage that would be dealt to Balduvian Hydra this turn.

{R}{R}{R}: Put a +1/+0 counter on Balduvian Hydra. Play this ability only during your upkeep.

Balduvian Shaman

{U}

Creature -- Cleric

1/1

{T}: Change the text of target white enchantment you control that doesn't have cumulative upkeep by replacing all instances of one color word with another. That enchantment gains "Cumulative upkeep {1}." #(For example, you may change "counters black spells" to "counters blue spells.")#

Barbarian Guides

{2}{R}

Creature -- Barbarian

1/2

{2}{R}, {T}: Target creature you control gains the snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. #(It's unblockable as long as defending player controls a snow-covered land of that type.)#

Barbed Sextant

{1}

Artifact

{1}, {T}, Sacrifice Barbed Sextant: Add one mana of any color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Baton of Morale

{2}

Artifact

{2}: Target creature gains banding until end of turn.

Battle Cry

{2}{W}

Instant

Untap all white creatures you control.

Whenever a creature blocks this turn, it gets +0/+1 until end of turn.

Battle Frenzy

{2}{R}

Instant

Green creatures you control get +1/+1 until end of turn.

Nongreen creatures you control get +1/+0 until end of turn.

Binding Grasp

{3}{U}

Enchant Creature

At the beginning of your upkeep, sacrifice Binding Grasp unless you pay {1}{U}.

You control enchanted creature.

Enchanted creature gets +0/+1.

Black Scarab

{W}

Enchant Creature

Enchanted creature can't be blocked by black creatures.

Enchanted creature gets +2/+2 as long as an opponent controls a black permanent.

Blessed Wine

{1}{W}

Instant

You gain 1 life.

Draw a card at the beginning of the next turn's upkeep.

Blinking Spirit

{3}{W}

Creature -- Spirit

2/2

{0}: Return Blinking Spirit to its owner's hand.

Blizzard

{G}{G}

Enchantment

Cumulative upkeep {2}

You can't play Blizzard unless you control a snow-covered land.

Creatures with flying don't untap during their controllers' untap steps.

Blue Scarab

{W}

Enchant Creature

Enchanted creature can't be blocked by blue creatures.

Enchanted creature gets +2/+2 as long as an opponent controls a blue permanent.

Bone Shaman

{2}{R}{R}

Creature -- Giant

3/3

{B}: Until end of turn, Bone Shaman gains "Creatures dealt damage by Bone Shaman this turn can't be regenerated this turn."

Brainstorm

{U}

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

Brand of Ill Omen

{3}{R}

Enchant Creature

Cumulative upkeep {R}

Enchanted creature's controller can't play creature spells.

Breath of Dreams

{2}{U}{U}

Enchantment

Cumulative upkeep {U}

Green creatures have "Cumulative upkeep {1}."

Brine Shaman

{1}{B}

Creature -- Cleric

1/1

{T}, Sacrifice a creature: Target creature gets +2/+2 until end of turn.

{1}{U}{U}, Sacrifice a creature: Counter target creature spell.

Brown Ouphe

{G}

Creature -- Ouphe

1/1

{1}{G}, {T}: Counter target activated ability of an artifact.

Brushland

Land

{T}: Add one colorless mana to your mana pool.

{T}: Add {G} or {W} to your mana pool. Brushland deals 1 damage to you.

Burnt Offering

{B}

Instant

As an additional cost to play Burnt Offering, sacrifice a creature. Add to your mana pool an amount of mana equal to the sacrificed creature's converted mana cost in any combination of black and/or red mana.

Call to Arms

{1}{W}

Enchantment

As Call to Arms comes into play, choose a color and an opponent.

White creatures get +1/+1.

When the chosen color isn't the most common color among permanents the chosen opponent controls, sacrifice Call to Arms.

Caribou Range

{2}{W}{W}

Enchant Land

Caribou Range can enchant only a land you control.

Enchanted land has "{W}{W}, {T}: Put a 0/1 white Caribou creature token into play."

Sacrifice a Caribou: You gain 1 life.

Celestial Sword

{6}

Artifact

{3}, {T}: Target creature you control gets +3/+3 until end of turn. Destroy it at end of turn. A creature destroyed this way can't be regenerated.

Centaur Archer

{1}{R}{G}

Creature -- Centaur

3/2

{T}: Centaur Archer deals 1 damage to target creature with flying.

Chaos Lord

{4}{R}{R}{R}

Creature -- Lord

7/7

First strike, haste #(This creature may attack and #{T}# the turn it comes under your control.)#

At the beginning of each player's upkeep, if the number of permanents is even, that player gains control of Chaos Lord.

When Chaos Lord comes into play, it loses haste until end of turn.

Chaos Moon

{3}{R}

Enchantment

At the beginning of each player's upkeep, count the number of permanents. If the number is odd, until end of turn, red creatures get +1/+1 and whenever a player taps a mountain for mana, its controller adds {R} to his or her mana pool. If the number is even, until end of turn, red creatures get -1/-1 and if a player taps a mountain for mana, it produces colorless mana instead of its normal type.

Chromatic Armor

{1}{W}{U}

Enchant Creature

As Chromatic Armor comes into play, choose a color.

Chromatic Armor comes into play with a sleight counter on it.

Prevent all damage that would be dealt to enchanted creature by a source of the last chosen color.

{X}: Put a sleight counter on Chromatic Armor and choose a color. X is the number of sleight counters on Chromatic Armor.

Chub Toad

{2}{G}

Creature -- Toad

1/1

Whenever Chub Toad blocks or becomes blocked, it gets +2/+2 until end of turn.

Circle of Protection: Black

{1}{W}

Enchantment

{1}: The next time a black source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Blue

{1}{W}

Enchantment

{1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Green

{1}{W}

Enchantment

{1}: The next time a green source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Red

{1}{W}

Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: White

{1}{W}

Enchantment

{1}: The next time a white source of your choice would deal damage to you this turn, prevent that damage.

Clairvoyance

{U}

Instant

Look at target player's hand.

Draw a card at the beginning of the next turn's upkeep.

Cloak of Confusion

{1}{B}

Enchant Creature

Whenever enchanted creature attacks and isn't blocked, you may have it deal no combat damage this turn. If you do, defending player discards a card at random from his or her hand.

Cold Snap

{2}{W}

Enchantment

Cumulative upkeep {2}

At the beginning of each player's upkeep, Cold Snap deals to that player damage equal to the number of snow-covered lands he or she controls.

Conquer

{3}{R}{R}

Enchant Land

You control enchanted land.

Cooperation

{2}{W}

Enchant Creature

Enchanted creature has banding.



Counterspell

{U}{U}

Instant

Counter target spell.

Crown of the Ages

{2}

Artifact

{4}, {T}: Move target enchantment enchanting a creature to another creature.

Curse of Marit Lage

{3}{R}{R}

Enchantment

When Curse of Marit Lage comes into play, tap all islands.

Islands don't untap during their controllers' untap steps.

Dance of the Dead

{1}{B}

Enchantment

When Dance of the Dead comes into play, if it's in play, it becomes an enchant creature. Put target creature card from a graveyard into play tapped under your control enchanted by Dance of the Dead.

Enchanted creature gets +1/+1 and doesn't untap during its controller's untap step.

At the beginning of the upkeep of enchanted creature's controller, that player may pay {1}{B}. If he or she does, untap enchanted creature.

When Dance of the Dead leaves play, destroy enchanted creature. It can't be regenerated.

Dark Banishing

{2}{B}

Instant

Destroy target nonblack creature. It can't be regenerated.

Dark Ritual

{B}

Instant

Add {B}{B}{B} to your mana pool.

Death Ward

{W}

Instant

Regenerate target creature.

Deflection

{3}{U}

Instant

Change the target of target spell with a single target.

Demonic Consultation

{B}

Instant

Name a card. Remove the top six cards of your library from the game, then reveal cards from the top of your library until you reveal the named card. Put that card into your hand and remove all other cards revealed this way from the game.

Despotic Scepter

{1}

Artifact

{T}: Destroy target permanent you own. It can't be regenerated.

Diabolic Vision

{U}{B}

Sorcery

Look at the top five cards of your library. Put one of them into your hand and the rest on top of your library.

Dire Wolves

{2}{G}

Creature -- Wolf

2/2

Dire Wolves has banding as long as you control a plains.

Disenchant

{1}{W}

Instant

Destroy target artifact or enchantment.

Dread Wight

{3}{B}{B}

Creature -- Wight

3/4

At end of combat, put a paralyzation counter on all creatures blocking or blocked by Dread Wight and tap those creatures. They gain "If this creature has a paralyzation counter on it, it doesn't untap during its controller's untap step" and "{4}: Remove a paralyzation counter from this creature."

Dreams of the Dead

{3}{U}

Enchantment

{1}{U}: Put target white or black creature card from your graveyard into play. That creature gains "Cumulative upkeep {2}." If the creature would leave play, remove it from the game instead.

Drift of the Dead

{3}{B}

Creature -- Wall

\*/\*

#{Walls can't attack.)#

Drift of the Dead's power and toughness are each equal to the number of snow-covered lands you control.

Drought

{2}{W}{W}

Enchantment

At the beginning of your upkeep, sacrifice Drought unless you pay {W}{W}.

As an additional cost to play spells with {B} in their mana costs and activated abilities with {B} in their activation costs, that spell or ability's controller sacrifices a swamp for each {B} in that cost.

Dwarven Armory

{2}{R}{R}

Enchantment

{2}, Sacrifice a land: Put a +2/+2 counter on target creature. Play this ability only during upkeep.

Earthlink

{3}{B}{R}{G}

Enchantment

At the beginning of your upkeep, sacrifice Earthlink unless you pay {2}.

Whenever a creature is put into a graveyard from play, that creature's controller sacrifices a land.

Earthlore

{G}

Enchant Land

Earthlore can enchant only a land you control.

Enchanted land has "{T}: Target blocking creature gets +1/+2 until end of turn."

Elder Druid

{3}{G}

Creature -- Cleric

2/2

{3}{G}, {T}: Tap or untap target artifact, creature, or land.

Elemental Augury

{U}{B}{R}

Enchantment

{3}: Look at the top three cards of target player's library and put them back on top of that player's library in any order.

Elkin Bottle

{3}

Artifact

{3}, {T}: Remove the top card of your library from the game. Until the beginning of your next upkeep, you may play that card as though it were in your hand. At the beginning of your next upkeep, if you haven't played the card, put it into your graveyard.

Elvish Healer

{2}{W}

Creature -- Cleric

1/2

{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn. If that creature is green, prevent the next 2 damage instead.

Enduring Renewal

{2}{W}{W}

Enchantment

Play with your hand revealed.

If you would draw a card, reveal it instead. If it's a creature card, put it into your graveyard. Otherwise draw it.

If a creature would be put into your graveyard from play, put that creature into your hand instead.

Energy Storm

{1}{W}

Enchantment

Cumulative upkeep {1}

Prevent all damage that would be dealt by instant and sorcery spells.

Creatures with flying don't untap during their controller's untap step.

Enervate

{1}{U}

Instant

Tap target artifact, creature, or land.

Draw a card at the beginning of the next turn's upkeep.

Errant Minion

{2}{U}

Enchant Creature

At the beginning of the upkeep of enchanted creature's controller, that player may pay {1} or {2}. Errant Minion deals damage to that player equal to 2 minus the amount of mana paid this way.

Errantry

{1}{R}

Enchant Creature

Enchanted creature gets +3/+0 and can only attack alone.

Essence Filter

{1}{G}{G}

Sorcery

Choose one -- Destroy all enchantments; or destroy all nonwhite enchantments.

Essence Flare

{U}

Enchant Creature

Enchanted creature gets +2/+0.

At the beginning of the upkeep of enchanted creature's controller, put a -0/-1 counter on enchanted creature.

Essence Vortex

{1}{U}{B}

Instant

Destroy target creature unless its controller pays life equal to its toughness. If destroyed this way, the creature can't be regenerated.

Fanatical Fever

{2}{G}{G}

Instant

Target creature gets +3/+0 and gains trample until end of turn.

Fear

{B}{B}

Enchant Creature

Enchanted creature has fear. #(It can't be blocked except by artifact creatures and/or black creatures.)#

Fiery Justice

{G}{W}{R}

Sorcery

Fiery Justice deals 5 damage divided as you choose among any number of target creatures and/or players. An opponent gains 5 life.

Fire Covenant

{1}{B}{R}

Instant

As an additional cost to play Fire Covenant, pay X life.

Fire Covenant deals X damage divided as you choose among any number of target creatures.

Flame Spirit

{4}{R}

Creature -- Spirit

2/3

{R}: Flame Spirit gets +1/+0 until end of turn.

Flare

{2}{R}

Instant

Flare deals 1 damage to target creature or player.

Draw a card at the beginning of the next turn's upkeep.

Flooded Woodlands

{2}{U}{B}

Enchantment

Green creatures have "This creature can't attack unless you sacrifice a land." #(This cost is paid as attackers are declared.)#

Flow of Maggots

{2}{B}

Creature -- Insect

2/2

Cumulative upkeep {1}

Flow of Maggots can't be blocked by non-Wall creatures.

Folk of the Pines

{4}{G}

Creature -- Dryad

2/5

{1}{G}: Folk of the Pines gets +1/+0 until end of turn.

Forbidden Lore

{2}{G}

Enchant Land

Forbidden Lore can enchant only a land you control.

Enchanted land has "{T}: Target creature gets +2/+1 until end of turn."

Force Void

{2}{U}

Instant

Counter target spell unless its controller pays {1}.

Draw a card at the beginning of the next turn's upkeep.

Forest

Land

[G]

Forgotten Lore

{G}

Sorcery

An opponent chooses a card in your graveyard. You may pay {G}. If you do, that opponent chooses a card not already chosen for Forgotten Lore. You may repeat this process any number of times. Put the last chosen card in your hand.

Formation

{1}{W}

Instant

Target creature gains banding until end of turn.

Draw a card at the beginning of the next turn's upkeep.

Foul Familiar

{2}{B}

Creature -- Spirit

3/1

Foul Familiar can't block.

{B}, Pay 1 life: Return Foul Familiar to its owner's hand.

Foxfire

{2}{G}

Instant

Untap target attacking creature. Prevent all combat damage that would be dealt to or dealt by that creature this turn.

Draw a card at the beginning of the next turn's upkeep.

Freyalise Supplicant

{1}{G}

Creature -- Cleric

1/1

{T}, Sacrifice a red or white creature: Freyalise Supplicant deals to target creature or player damage equal to half the sacrificed creature's power, rounded down.

Freyalise's Charm

{G}{G}

Enchantment

Whenever an opponent plays a black spell, you may pay {G}{G}. If you do, you draw a card.

{G}{G}: Return Freyalise's Charm to its owner's hand.

Freyalise's Winds

{2}{G}{G}

Enchantment

Whenever a permanent becomes tapped, put a wind counter on it. That permanent gains "This permanent doesn't untap during your untap step if it has a wind counter on it" and "At the beginning of your upkeep, remove a wind counter from this permanent."

Fumarole

{3}{B}{R}

Sorcery

As an additional cost to play Fumarole, pay 3 life.

Destroy target creature and target land.

Fylgja

{W}

Enchant Creature

Fylgja comes into play with four healing counters on it.

Remove a healing counter from Fylgja: Prevent the next 1 damage that would be dealt to enchanted creature this turn.

{2}{W}: Put a healing counter on Fylgja.

Fyndhorn Bow

{2}

Artifact

{3}, {T}: Target creature gains first strike until end of turn.

Fyndhorn Brownie

{2}{G}

Creature -- Brownie

1/1

{2}{G}, {T}: Untap target creature.

Fyndhorn Elder

{2}{G}

Creature -- Elf

1/1

{T}: Add {G}{G} to your mana pool.

Fyndhorn Elves

{G}

Creature -- Elf

1/1

{T}: Add {G} to your mana pool.

Fyndhorn Pollen

{2}{G}

Enchantment

Cumulative upkeep {1}

All creatures get -1/-0.

{1}{G}: All creatures get -1/-0 until end of turn.

Game of Chaos

{R}{R}{R}

Sorcery

Flip a coin. If you win the flip, you gain 1 life and target opponent loses 1 life. If you lose the flip, you lose 1 life and that opponent gains 1 life. The winner of each flip decides whether to flip again. Double the life stakes with each flip.

Gangrenous Zombies

{1}{B}{B}

Creature -- Zombie

2/2

{T}, Sacrifice Gangrenous Zombies: Gangrenous Zombies deals 1 damage to each creature and each player. If you control a snow-covered swamp, Gangrenous Zombies deals 2 damage to each creature and each player instead.

Gaze of Pain

{1}{B}

Sorcery

Until end of turn, whenever a creature you control attacks and isn't blocked, you may choose to have it deal damage equal to its power to a target creature. If you do, it deals no combat damage this turn.

General Jarkeld

{3}{W}

Creature -- Legend

1/2

{T}: Switch the blocking creatures of two target attacking creatures. Play this ability only during the declare blockers step.

Ghostly Flame

{B}{R}

Enchantment

Black and/or red permanents and spells are colorless sources of damage.

Giant Growth

{G}

Instant

Target creature gets +3/+3 until end of turn.

Giant Trap Door Spider



{1}{R}{G}

Creature -- Spider

2/3

{1}{R}{G}, {T}: Remove from the game Giant Trap Door Spider and target creature without flying that's attacking you.

Glacial Chasm

Land

Cumulative upkeep -- Pay 2 life

If Glacial Chasm would come into play, sacrifice a land instead. If you do, put Glacial Chasm into play. If you don't, put it into its owner's graveyard.

Skip your combat phase.

Prevent all damage that would be dealt to you.

Glacial Crevasses

{2}{R}

Enchantment

Sacrifice a snow-covered mountain: Prevent all combat damage that would be dealt this turn.

Glacial Wall

{2}{U}

Creature -- Wall

0/7

#{Walls can't attack.}#

Glaciers

{2}{W}{U}

Enchantment

At the beginning of your upkeep, sacrifice Glaciers unless you pay {W}{U}.

All mountains are plains.

Goblin Lyre

{3}

Artifact

Sacrifice Goblin Lyre: Flip a coin. If you win the flip, Goblin Lyre deals damage to target opponent equal to the number of creatures you control. If you lose the flip, Goblin Lyre deals damage to you equal to the number of creatures that opponent controls.

Goblin Mutant

{2}{R}{R}

Creature -- Goblin

5/3

Trample

Goblin Mutant can't attack if defending player controls an untapped creature with power 3 or greater.

Goblin Mutant can't block creatures with power 3 or greater.

Goblin Sappers

{1}{R}

Creature -- Goblin

1/1

{R}{R}, {T}: Target creature you control is unblockable this turn. Destroy it and Goblin Sappers at end of combat.

{R}{R}{R}{R}, {T}: Target creature you control is unblockable this turn. Destroy it at end of combat.

Goblin Ski Patrol

{1}{R}

Creature -- Goblin

1/1

{1}{R}: Goblin Ski Patrol gets +2/+0 and gains flying until end of turn. Destroy it at end of turn. It can't be regenerated. Play this ability only once and only if you control a snow-covered mountain.

Goblin Snowman

{3}{R}

Creature -- Goblin

1/1

If Goblin Snowman is blocking, prevent all combat damage dealt to and dealt by it.

{T}: Goblin Snowman deals 1 damage to target creature it's blocking.

Gorilla Pack

{2}{G}

Creature -- Ape

3/3

Gorilla Pack can't attack unless defending player controls a forest. When you control no forests, sacrifice Gorilla Pack.

Gravebind

{B}

Instant

Target creature can't be regenerated this turn.

Draw a card at the beginning of the next turn's upkeep.

Green Scarab

{W}

Enchant Creature

Enchanted creature can't be blocked by green creatures.

Enchanted creature gets +2/+2 as long as an opponent controls a green permanent.

Grizzled Wolverine

{1}{R}{R}

Creature -- Wolverine

2/2

Whenever Grizzled Wolverine becomes blocked by one or more creatures, you may pay {R}. If you do, Grizzled Wolverine gets +2/+0 until end of turn.

Hallowed Ground

{1}{W}

Enchantment

{W}{W}: Return target non-snow-covered land you control to its

owner's hand.

Halls of Mist

Land

Cumulative upkeep {1}

Creatures that attacked during their controller's last turn can't attack.

Heal

{W}

Instant

Prevent the next 1 damage that would be dealt to target creature or player this turn.

Draw a card at the beginning of the next turn's upkeep.

Hecatomb

{1}{B}{B}

Enchantment

When Hecatomb comes into play, sacrifice Hecatomb unless you sacrifice four creatures.

Tap an untapped swamp you control: Hecatomb deals 1 damage to target creature or player.

Hematite Talisman

{2}

Artifact

Whenever a red spell is played, you may pay {3}. If you do, untap target permanent.

Hipparion

{1}{W}

Creature -- Hipparion

1/3

Hipparion can't block creatures with power 3 or greater unless you pay {1}. # (This cost is paid as blockers are declared.)#

Hoar Shade

{3}{B}

Creature -- Shade

1/2

{B}: Hoar Shade gets +1/+1 until end of turn.

Hot Springs

{1}{G}

Enchant Land

Hot Springs can enchant only a land you control.

Enchanted land has "{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn."

Howl from Beyond

{X}{B}

Instant

Target creature gets +X/+0 until end of turn.

Hurricane

{X}{G}

Sorcery

Hurricane deals X damage to each creature with flying and each player.

Hyalopterous Lemure

{4}{B}

Creature -- Lemure

4/3

{0}: Hyalopterous Lemure gets -1/-0 and gains flying until end of turn.

Hydroblast

{U}

Instant

Choose one -- Counter target spell if it's red; or destroy target permanent if it's red.

Hymn of Rebirth

{3}{G}{W}

Sorcery

Put target creature card from a graveyard into play under your control.

Ice Cauldron

{4}

Artifact

{X}, {T}: Put a charge counter on Ice Cauldron and remove a nonland card in your hand from the game. You may play that card as though it were in your hand. Note the type and amount of mana used to pay this activation cost. Play this ability only if there are no charge counters on Ice Cauldron.

{T}, Remove a charge counter from Ice Cauldron: Add to your mana pool mana of the type and amount last used to put a charge counter on Ice Cauldron. Spend this mana only to play the last card removed from the game with Ice Cauldron.

Ice Floe

Land

You may choose not to untap Ice Floe during your untap step.

{T}: Tap target creature without flying that's attacking you. It doesn't untap during its controller's untap step as long as Ice Floe remains tapped.

Iceberg

{X}{U}{U}

Enchantment

Iceberg comes into play with X ice counters on it.

{3}: Put an ice counter on Iceberg.

Remove an ice counter from Iceberg: Add one colorless mana to your mana pool.

Icequake

{1}{B}{B}

Sorcery

Destroy target land. If that land is a snow-covered land, Icequake deals 1 damage to the land's controller.

Icy Manipulator

{4}

Artifact

{1}, {T}: Tap target artifact, creature, or land.

Icy Prison

{U}{U}

Enchantment

When Icy Prison comes into play, remove target creature from the game.

At the beginning of your upkeep, sacrifice Icy Prison unless any player pays {3}.

When Icy Prison leaves play, return the removed creature to play under its owner's control.

Illusionary Forces

{3}{U}

Creature -- Illusion

4/4

Flying

Cumulative upkeep {U}

Illusionary Presence

{1}{U}{U}

Creature -- Illusion

2/2

Cumulative upkeep {U}

At the beginning of your upkeep, Illusionary Presence gains the landwalk ability of your choice until end of turn. #(It's unblockable as long as defending player controls a land of that type.)#

Illusionary Terrain

{U}{U}

Enchantment

Cumulative upkeep {2}

As Illusionary Terrain comes into play, choose two basic land types. Basic lands of the first chosen type are of the second chosen type.

Illusionary Wall

{4}{U}

Creature -- Wall

7/4

#(Walls can't attack.)#

Flying, first strike

Cumulative upkeep {U}

Illusions of Grandeur

{3}{U}

Enchantment

Cumulative upkeep {2}

When Illusions of Grandeur comes into play, you gain 20 life.

When Illusions of Grandeur leaves play, you lose 20 life.

Imposing Visage

{R}

Enchant Creature

Enchanted creature can't be blocked except by two or more creatures.

Incinerate

{1}{R}

Instant

Incinerate deals 3 damage to target creature or player. A creature dealt damage this way can't be regenerated this turn.

Infernal Darkness

{2}{B}{B}

Enchantment

Cumulative upkeep -- Pay {B} and 1 life

If a land is tapped for mana, it produces {B} instead of its normal type and amount.

Infernal Denizen

{7}{B}

Creature -- Infernal-Denizen

5/7

At the beginning of your upkeep, sacrifice two swamps. If you can't, tap Infernal Denizen, and an opponent may gain control of the creature you control of his or her choice. That opponent retains control of that creature as long as Infernal Denizen remains in play.

{T}: Gain control of target creature as long as Infernal Denizen remains in play.

Infinite Hourglass

{4}

Artifact

At the beginning of your upkeep, put a time counter on Infinite Hourglass.

All creatures get +1/+0 for each time counter on Infinite Hourglass.

{3}: Remove a time counter from Infinite Hourglass. Any player may play this ability but only during any upkeep step.

Infuse

{2}{U}

Instant

Untap target artifact, creature, or land.

Draw a card at the beginning of the next turn's upkeep.

Island

Land

[U]

Jester's Cap

{4}

Artifact

{2}, {T}, Sacrifice Jester's Cap: Search target player's library for three cards and remove them from the game. Then that player shuffles his or her library.

Jester's Mask

{5}

Artifact

Jester's Mask comes into play tapped.

{1}, {T}, Sacrifice Jester's Mask: Target opponent puts his or her hand on top of his or her library. Search that library for as many cards as he or she put on top of it this way. That player puts those cards into his or her hand, then shuffles his or her library.

Jeweled Amulet

{0}

Artifact

{1}, {T}: Put a charge counter on Jeweled Amulet. Note what type of mana was used to pay this activation cost. Play this ability only if there are no charge counters on Jeweled Amulet.

{T}, Remove all charge counters from Jeweled Amulet: Add one mana of the type last used to put a charge counter on Jeweled Amulet to your mana pool. Play this ability only if there are one or more charge counters on Jeweled Amulet.

Johtull Wurm

{5}{G}

Creature -- Wurm

6/6

Whenever Johtull Wurm becomes blocked by two or more creatures, it gets -2/-1 until end of turn for each creature blocking it beyond the first.

Jokulhaups

{4}{R}{R}

Sorcery

Destroy all artifacts, creatures, and lands. They can't be regenerated.

Juniper Order Druid

{2}{G}

Creature -- Cleric

1/1

{T}: Untap target land.

Justice

{2}{W}{W}

Enchantment

At the beginning of your upkeep, sacrifice Justice unless you pay {W}{W}.

Whenever a red creature or spell deals damage, Justice deals that much damage to that creature's or spell's controller.

Karplusan Forest

Land

{T}: Add one colorless mana to your mana pool.

{T}: Add {R} or {G} to your mana pool. Karplusan Forest deals 1 damage to you.

Karplusan Giant

{6}{R}

Creature -- Giant

3/3

Tap an untapped snow-covered land you control: Karplusan Giant gets +1/+1 until end of turn.

Karplusan Yeti

{3}{R}{R}

Creature -- Yeti

3/3

{T}: Karplusan Yeti deals damage equal to its power to target creature. That creature deals damage equal to its power to Karplusan Yeti.

Kelsinko Ranger

{W}

Creature -- Ranger

1/1

{1}{W}: Target green creature gains first strike until end of turn.

Kjeldoran Dead

{B}

Creature -- Skeleton

3/1

When Kjeldoran Dead comes into play, sacrifice a creature.

{B}: Regenerate Kjeldoran Dead.

Kjeldoran Elite Guard

{3}{W}

Creature -- Soldier

2/2

{T}: Target creature gets +2/+2 until end of turn. When that creature leaves play this turn, sacrifice Kjeldoran Elite Guard. Play this ability only during combat.

Kjeldoran Frostbeast

{3}{G}{W}

Creature -- Frostbeast

2/4

Whenever Kjeldoran Frostbeast blocks or becomes blocked by a creature, destroy that creature at end of combat.

Kjeldoran Guard

{1}{W}

Creature -- Soldier

1/1



{T}: Target creature gets +1/+1 until end of turn. When that creature leaves play this turn, sacrifice Kjeldoran Guard. Play this ability only during combat and only if defending player controls no snow-covered lands.

Kjeldoran Knight

{W}{W}

Creature -- Knight

1/1

Banding

{1}{W}: Kjeldoran Knight gets +1/+0 until end of turn.

{W}{W}: Kjeldoran Knight gets +0/+2 until end of turn.

Kjeldoran Phalanx

{5}{W}

Creature -- Soldier

2/5

Banding, first strike

Kjeldoran Royal Guard

{3}{W}{W}

Creature -- Soldier

2/5

{T}: All combat damage that unblocked creatures would deal to you this turn is dealt to Kjeldoran Royal Guard instead.

Kjeldoran Skycaptain

{4}{W}

Creature -- Soldier

2/2

Banding, flying, first strike

Kjeldoran Skyknight

{2}{W}

Creature -- Soldier

1/1

Banding, flying, first strike

Kjeldoran Warrior

{W}

Creature -- Hero

1/1

Banding

Knight of Stromgald

{B}{B}

Creature -- Knight

2/1

Protection from white

{B}{B}: Knight of Stromgald gets +1/+0 until end of turn.

{B}: Knight of Stromgald gains first strike until end of turn.

Krovikan Elementalist

{B}{B}

Creature -- Wizard

1/1

{2}{R}: Target creature gets +1/+0 until end of turn.

{U}{U}: Target creature you control gains flying until end of turn.  
Sacrifice it at end of turn.

Krovikan Fetish

{2}{B}

Enchant Creature

When Krovikan Fetish comes into play, draw a card at the beginning of the next turn's upkeep.

Enchanted creature gets +1/+1.

Krovikan Sorcerer

{2}{U}

Creature -- Wizard

1/1

{T}, Discard a card from your hand: Draw a card.

{T}, Discard a black card from your hand: Draw two cards, then discard one of them.

Krovikan Vampire

{3}{B}{B}

Creature -- Vampire

3/3

Whenever a creature dealt damage by Krovikan Vampire this turn is put into a graveyard, put that card into play under your control at end of turn. Sacrifice the creature when you lose control of Krovikan Vampire.

Land Cap

Land

{T}: Add {W} or {U} to your mana pool. Land Cap doesn't untap during its controller's next untap step.

Lapis Lazuli Talisman

{2}

Artifact

Whenever a blue spell is played, you may pay {3}. If you do, untap target permanent.

Lava Burst

{X}{R}

Sorcery

Lava Burst deals X damage to target creature or player. If Lava Burst would deal damage to a creature, that damage can't be prevented or dealt instead to another creature or player.

Lava Tubes

Land

{T}: Add {B} or {R} to your mana pool. Lava Tubes doesn't untap during its controller's next untap step.

Legions of Lim-Dul

{1}{B}{B}

Creature -- Zombie

2/3

Snow-covered swampwalk #(This creature is unblockable as long as defending player controls a snow-covered swamp.)#

Leshrac's Rite

{B}

Enchant Creature

Enchanted creature has swampwalk. #(It's unblockable as long as defending player controls a swamp.)#

Leshrac's Sigil

{B}{B}

Enchantment

Whenever an opponent plays a green spell, you may pay {B}{B}. If you do, look at that player's hand and choose a card from it. The player discards that card.

{B}{B}: Return Leshrac's Sigil to its owner's hand.

Lhurgoyf

{2}{G}{G}

Creature -- Lhurgoyf

\*/1+\*

Lhurgoyf's power is equal to the number of creature cards in all graveyards, and its toughness is equal to that number plus 1.

Lightning Blow

{1}{W}

Instant

Target creature gains first strike until end of turn.

Draw a card at the beginning of the next turn's upkeep.

Lim-Dul's Cohort

{1}{B}{B}

Creature -- Zombie

2/3

Whenever Lim-Dul's Cohort blocks or becomes blocked by a creature, that creature can't be regenerated this turn.

Lim-Dul's Hex

{1}{B}

Enchantment

At the beginning of your upkeep, for each player, Lim-Dul's Hex deals 1 damage to that player unless he or she pays {B} or {3}.

Lost Order of Jarkeld

{2}{W}{W}

Creature -- Knight

1+\*/1+\*

As Lost Order of Jarkeld comes into play, choose an opponent.

Lost Order of Jarkeld's power and toughness are each equal to 1 plus the number of creatures that opponent controls.

Lure

{1}{G}{G}

Enchant Creature

All creatures able to block enchanted creature do so.

Maddening Wind

{2}{G}

Enchant Creature

Cumulative upkeep {G}

At the beginning of the upkeep of enchanted creature's controller, Maddening Wind deals 2 damage to that player.

Magus of the Unseen

{1}{U}

Creature -- Wizard

1/1

{1}{U}, {T}: Untap target artifact an opponent controls and gain control of it until end of turn. If it's an artifact creature, it gains haste until end of turn. When you lose control of the artifact, tap it. # (The creature may attack and #{T}# the turn it comes under your control.) #

Malachite Talisman

{2}

Artifact

Whenever a green spell is played, you may pay {3}. If you do, untap target permanent.

Marton Stromgald

{2}{R}{R}

Creature -- Legend

1/1

Whenever Marton Stromgald attacks, all other attacking creatures get +1/+1 until end of turn for each attacking creature other than Marton.

Whenever Marton blocks, all other blocking creatures get +1/+1 until end of turn for each blocking creature other than Marton.

Melee

{4}{R}

Instant

Play Melee only during your combat phase before the declare blockers step.

Instead of defending player, you choose how each creature blocks this turn.

Whenever a creature attacks and isn't blocked this turn, untap it and remove it from combat.

Melting

{3}{R}

Enchantment

All lands lose snow-covered.

### Mercenaries

{3}{W}

Creature -- Mercenary

3/3

{3}: Prevent all damage that would be dealt by Mercenaries to you this turn. Any player may play this ability.

### Merieke Ri Berit

{W}{U}{B}

Creature -- Legend

1/1

Merieke Ri Berit doesn't untap during your untap step.

{T}: Gain control of target creature as long as you control Merieke. When Merieke leaves play or becomes untapped, destroy that creature. It can't be regenerated.

### Mesmeric Trance

{1}{U}{U}

Enchantment

Cumulative upkeep {1}

{U}, Discard a card from your hand: Draw a card.

### Meteor Shower

{X}{X}{R}

Sorcery

Meteor Shower deals X+1 damage divided as you choose among any number of target creatures and/or players.

### Mind Ravel

{2}{B}

Sorcery

Target player discards a card from his or her hand.

Draw a card at the beginning of the next turn's upkeep.

### Mind Warp

{X}{3}{B}

Sorcery

Look at target player's hand and choose X cards from it. That player discards them.

### Mind Whip

{2}{B}{B}

Enchant Creature

At the beginning of the upkeep of enchanted creature's controller, that player may pay {3}. If he or she doesn't, Mind Whip deals 2 damage to that player and you tap enchanted creature.

### Minion of Leshrac

{4}{B}{B}{B}

Creature -- Demon

5/5

Protection from black

At the beginning of your upkeep, sacrifice a creature other than Minion of Leshrac. If you can't, tap Minion of Leshrac and it deals

5 damage to you.  
{T}: Destroy target creature or land.

Minion of Tevesh Szat

{4}{B}{B}{B}

Creature -- Demon

4/4

At the beginning of your upkeep, Minion of Tevesh Szat deals 2 damage to you unless you pay {B}{B}.

{T}: Target creature gets +3/-2 until end of turn.

Mistfolk

{U}{U}

Creature -- Mistfolk

1/2

{U}: Counter target spell that targets Mistfolk.

Mole Worms

{2}{B}

Creature -- Worm

1/1

You may choose not to untap Mole Worms during your untap step.

{T}: Tap target land. It doesn't untap during its controller's untap step as long as Mole Worms remains tapped.

Monsoon

{2}{R}{G}

Enchantment

At the end of each player's turn, tap all untapped islands that player controls and Monsoon deals X damage to the player, where X is the number of islands tapped this way.

Moor Fiend

{3}{B}

Creature -- Fiend

3/3

Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Mountain

Land

[R]

Mountain Goat

{R}

Creature -- Goat

1/1

Mountainwalk #(This creature is unblockable as long as defending player controls a mountain.)#

Mountain Titan

{2}{B}{R}

Creature -- Titan

2/2

{1}{R}{R}: Until end of turn, whenever you play a black spell, put a +1/+1 counter on Mountain Titan.

Mudslide

{2}{R}

Enchantment

Creatures without flying don't untap during their controllers' untap steps and have "{2}: Untap this creature. Play this ability only during your upkeep and only once each turn."

Musician

{2}{U}

Creature -- Mage

1/3

Cumulative upkeep {1}

{T}: Target creature gains "At the beginning of your upkeep, destroy this creature unless you pay {1}." # (This effect doesn't end at end of turn.)#

Mystic Might

{U}

Enchant Land

Cumulative upkeep {1}{U}

Mystic Might can enchant only a land you control.

Enchanted land has "{T}: Target creature gets +2/+2 until end of turn."

Mystic Remora

{U}

Enchantment

Cumulative upkeep {1}

Whenever an opponent plays a noncreature spell, you may draw a card unless that player pays {4}.

Nacre Talisman

{2}

Artifact

Whenever a white spell is played, you may pay {3}. If you do, untap target permanent.

Naked Singularity

{5}

Artifact

Cumulative upkeep {3}

If tapped for mana, plains produce {R}, islands produce {G}, swamps produce {W}, mountains produce {U}, and forests produce {B} instead of their normal type.

Nature's Lore

{1}{G}

Sorcery

Search your library for a forest card and put that card into play. Then shuffle your library.

### Necropotence

{B}{B}{B}

Enchantment

Skip your draw step.

If you would discard a card from your hand, remove that card from the game instead.

Pay 1 life: Remove the top card of your library from the game face down. At the end of your turn, put that card into your hand.

### Norrit

{3}{B}

Creature -- Imp

1/1

{T}: Untap target blue creature.

{T}: Target non-Wall creature attacks this turn if able. If that creature doesn't attack, destroy it at end of turn unless it came under its controller's control this turn. Play this ability only during that creature's controller's turn before the declare attackers step.

### Oath of Lim-Dul

{3}{B}

Enchantment

Whenever you lose life, sacrifice a permanent other than Oath of Lim-Dul or discard a card from your hand for each 1 life you lost.

#(Damage dealt to you causes you to lose life.)#

{B}{B}: Draw a card.

### Onyx Talisman

{2}

Artifact

Whenever a black spell is played, you may pay {3}. If you do, untap target permanent.

### Orcish Cannoneers

{1}{R}{R}

Creature -- Orc

1/3

{T}: Orcish Cannoneers deals 2 damage to target creature or player and 3 damage to you.

### Orcish Conscripts

{R}

Creature -- Orc

2/2

Orcish Conscripts can't attack unless at least two other creatures attack.

Orcish Conscripts can't block unless at least two other creatures block.

### Orcish Farmer

{1}{R}{R}

Creature -- Orc

2/2



{T}: Target land becomes a swamp until its controller's next untap step.

Orcish Healer

{R}{R}

Creature -- Cleric

1/1

{R}{R}, {T}: Target creature can't be regenerated this turn.

{R}{B}{B}, {T}: Regenerate target black or green creature.

{R}{G}{G}, {T}: Regenerate target black or green creature.

Orcish Librarian

{1}{R}

Creature -- Orc

1/1

{R}, {T}: Look at the top eight cards of your library, then remove four of them at random from the game. Put the rest on top of your library in any order.

Orcish Lumberjack

{R}

Creature -- Orc

1/1

{T}, Sacrifice a forest: Add three mana in any combination of red and/or green mana to your mana pool.

Orcish Squatters

{4}{R}

Creature -- Orc

2/3

Whenever Orcish Squatters attacks and isn't blocked, you may gain control of target land defending player controls for as long as you control Orcish Squatters. If you do, Orcish Squatters deals no combat damage this turn.

Order of the Sacred Torch

{1}{W}{W}

Creature -- Paladin

2/2

{T}, Pay 1 life: Counter target black spell.

Order of the White Shield

{W}{W}

Creature -- Knight

2/1

Protection from black

{W}: Order of the White Shield gains first strike until end of turn.

{W}{W}: Order of the White Shield gets +1/+0 until end of turn.

Pale Bears

{2}{G}

Creature -- Bear

2/2

Islandwalk # (This creature is unblockable as long as defending

player controls an island.)#

Panic

{R}

Instant

Play Panic only during combat before the declare blockers step.

Target creature can't block this turn.

Draw a card at the beginning of the next turn's upkeep.

Pentagram of the Ages

{4}

Artifact

{4}, {T}: The next time a source of your choice would deal damage to you this turn, prevent that damage.

Pestilence Rats

{2}{B}

Creature -- Rat

$\ast/3$

Pestilence Rats's power is equal to the total number of other Rats in play. # (For example, as long as there are two other Rats in play, Pestilence Rats's power and toughness are  $2/3$ .)#

Phantasmal Mount

{1}{U}

Creature -- Phantasm

1/1

Flying

{T}: Target creature you control with toughness 2 or less gets +1/+1 and gains flying until end of turn. When Phantasmal Mount leaves play this turn, sacrifice that creature. When the creature leaves play this turn, sacrifice Phantasmal Mount.

Pit Trap

{2}

Artifact

{2}, {T}, Sacrifice Pit Trap: Destroy target attacking creature without flying. It can't be regenerated.

Plains

Land

[W]

Polar Kraken

{8}{U}{U}{U}

Creature -- Kraken

11/11

Trample

Cumulative upkeep -- Sacrifice a land.

Polar Kraken comes into play tapped.

Portent

{U}

Sorcery

Look at the top three cards of target player's library. Put those cards back on top of that library in any order. You may then have that player shuffle his or her library.  
Draw a card at the beginning of the next turn's upkeep.

Power Sink

{X}{U}

Instant

Counter target spell unless its controller pays {X}. If he or she doesn't, that player taps all lands he or she controls and empties his or her mana pool.

Pox

{B}{B}{B}

Sorcery

Each player loses a third of his or her life, then discards a third of the cards in his or her hand, then sacrifices a third of the creatures he or she controls, then sacrifices a third of the lands he or she controls. Round each loss up.

Prismatic Ward

{1}{W}

Enchant Creature

As Prismatic Ward comes into play, choose a color.

Prevent all damage that would be dealt to enchanted creature by sources of the chosen color.

Pygmy Allosaurus

{2}{G}

Creature -- Dinosaur

2/2

Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#

Pyknite

{2}{G}

Creature -- Pyknite

1/1

When Pyknite comes into play, draw a card at the beginning of the next turn's upkeep.

Pyroblast

{R}

Instant

Choose one -- Counter target spell if it's blue; or destroy target permanent if it's blue.

Pyroclasm

{1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

Rally

{W}{W}

Instant

Blocking creatures get +1/+1 until end of turn.

Ray of Command

{3}{U}

Instant

Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. #(It may attack and #{T}# the turn it comes under your control.)#  
When you lose control of the creature, tap it.

Ray of Erasure

{U}

Instant

Target player puts the top card from his or her library into his or her graveyard.

Draw a card at the beginning of the next turn's upkeep.

Reality Twist

{U}{U}{U}

Enchantment

Cumulative upkeep {1}{U}{U}

If tapped for mana, plains produce {R}, swamps produce {G}, mountains produce {W}, and forests produce {B} instead of their normal type.

Reclamation

{2}{G}{W}

Enchantment

Black creatures have "This creature can't attack unless you sacrifice a land." #(This cost is paid as attackers are declared.)#

Red Scarab

{W}

Enchant Creature

Enchanted creature can't be blocked by red creatures.

Enchanted creature gets +2/+2 as long as an opponent controls a red permanent.

Regeneration

{1}{G}

Enchant Creature

{G}: Regenerate enchanted creature.

Rime Dryad

{G}

Creature -- Dryad

1/2

Snow-covered forestwalk #(This creature is unblockable as long as defending player controls a snow-covered forest.)#

Ritual of Subdual

{4}{G}{G}

Enchantment

Cumulative upkeep {2}

If tapped for mana, lands produce colorless mana instead of their normal type.

River Delta

Land

{T}: Add {U} or {B} to your mana pool. River Delta doesn't untap during its controller's next untap step.

Runed Arch

{3}

Artifact

Runed Arch comes into play tapped.

{X}, {T}, Sacrifice Runed Arch: X target creatures with power 2 or less are unblockable this turn.

Sabretooth Tiger

{2}{R}

Creature -- Cat

2/1

First strike

Sacred Boon

{1}{W}

Instant

Prevent the next 3 damage that would be dealt to target creature this turn. At end of turn, put a +0/+1 counter on that creature for each 1 damage prevented this way.

Scaled Wurm

{7}{G}

Creature -- Wurm

7/6

Sea Spirit

{4}{U}

Creature -- Spirit

2/3

{U}: Sea Spirit gets +1/+0 until end of turn.

Seizures

{1}{B}

Enchant Creature

Whenever enchanted creature becomes tapped, Seizures deals 3 damage to enchanted creature's controller unless that player pays {3}.

Seraph

{6}{W}

Creature -- Angel

4/4

Flying

Whenever a creature dealt damage by Seraph this turn is put into a graveyard, put that card into play under your control at end of

turn. Sacrifice the creature when you lose control of Seraph.

Shambling Strider

{4}{G}{G}

Creature -- Strider

5/5

{R}{G}: Shambling Strider gets +1/-1 until end of turn.

Shatter

{1}{R}

Instant

Destroy target artifact.

Shield Bearer

{1}{W}

Creature -- Soldier

0/3

Banding

Shield of the Ages

{2}

Artifact

{2}: Prevent the next 1 damage that would be dealt to you this turn.

Shyft

{4}{U}

Creature -- Shyft

4/2

At the beginning of your upkeep, you may have Shyft become the color or colors of your choice. #(This effect doesn't end at end of turn.)#

Sibilant Spirit

{5}{U}

Creature -- Spirit

5/6

Flying

Whenever Sibilant Spirit attacks, defending player may draw a card.

Silver Erne

{3}{U}

Creature -- Erne

2/2

Flying, trample

Skeleton Ship

{3}{U}{B}

Creature -- Legend

0/3

When you control no islands, sacrifice Skeleton Ship.

{T}: Put a -1/-1 counter on target creature.

Skull Catapult

{4}

### Artifact

{1}, {T}, Sacrifice a creature: Skull Catapult deals 2 damage to target creature or player.

### Sleight of Mind

{U}

Instant

Change the text of target spell or permanent by replacing all instances of one color word with another. #(For example, you may change "target black spell" to "target blue spell.") (This effect doesn't end at end of turn.)#

### Snow Devil

{1}{U}

Enchant Creature

Enchanted creature has flying.

Enchanted creature has first strike as long as it's blocking and you control a snow-covered land.

### Snow Fortress

{5}

Artifact Creature -- Wall

0/4

#{Walls can't attack.)#

{1}: Snow Fortress gets +1/+0 until end of turn.

{1}: Snow Fortress gets +0/+1 until end of turn.

{3}: Snow Fortress deals 1 damage to target creature without flying that's attacking you.

### Snow Hound

{2}{W}

Creature -- Hound

1/1

{1}, {T}: Return Snow Hound and target blue or green creature you control to their owner's hand.

### Snowblind

{3}{G}

Enchant Creature

Enchanted creature gets -X/-X. If enchanted creature is attacking, X is the number of snow-covered lands defending player controls.

Otherwise, X is the number of snow-covered lands enchanted creature's controller controls. If this would reduce the creature's toughness to less than 1, reduce the creature's toughness to 1 instead.

### Snow-Covered Forest

Land

Snow-covered

Snow-Covered Forest is a forest in addition to its land type.

### Snow-Covered Island

Land

Snow-covered

Snow-Covered Island is an island in addition to its land type.

Snow-Covered Mountain  
Land

Snow-covered

Snow-Covered Mountain is a mountain in addition to its land type.

Snow-Covered Plains  
Land

Snow-covered

Snow-Covered Plains is a plains in addition to its land type.

Snow-Covered Swamp  
Land

Snow-covered

Snow-Covered Swamp is a swamp in addition to its land type.

Snowfall

{2}{U}

Enchantment

Cumulative upkeep {U}

Whenever an island is tapped for mana, its controller may add {U} to his or her mana pool. If that island is a snow-covered land, its controller may add {U}{U} to his or her mana pool instead. Spend this mana only to pay for cumulative upkeep.

Soldevi Golem

{4}

Artifact Creature -- Golem

5/3

Soldevi Golem doesn't untap during your untap step.

At the beginning of your upkeep, you may untap target tapped creature an opponent controls. If you do, untap Soldevi Golem.

Soldevi Machinist

{1}{U}

Creature -- Wizard

1/1

{T}: Add two colorless mana to your mana pool. This mana may be spent only on an activation cost of an artifact's ability.

Soldevi Simulacrum

{4}

Artifact Creature

2/4

Cumulative upkeep {1}

{1}: Soldevi Simulacrum gets +1/+0 until end of turn.

Songs of the Damned

{B}

Instant

Add {B} to your mana pool for each creature card in your graveyard.

Soul Barrier



{2}{U}

Enchantment

Whenever an opponent plays a creature spell, Soul Barrier deals 2 damage to that player unless he or she pays {2}.

Soul Burn

{X}{2}{B}

Sorcery

Spend only black and/or red mana on X.

Soul Burn deals X damage to target creature or player. You gain life equal to the damage dealt, but not more than the amount of {B} spent on X, the player's life total before Soul Burn dealt damage, or the creature's toughness.

Soul Kiss

{2}{B}

Enchant Creature

{B}, Pay 1 life: Enchanted creature gets +2/+2 until end of turn.

Play this ability no more than three times each turn.

Spectral Shield

{1}{W}{U}

Enchant Creature

Enchanted creature gets +0/+2 and can't be the target of spells.

Spoils of Evil

{2}{B}

Instant

For each artifact or creature card in an opponent's graveyard, add one colorless mana to your mana pool and you gain 1 life.

Spoils of War

{X}{B}

Sorcery

X can't be more than the number of artifact and/or creature cards in an opponent's graveyard as you play Spoils of War.

Distribute X +1/+1 counters among any number of target creatures.

Staff of the Ages

{3}

Artifact

Creatures with landwalk abilities may be blocked as though they didn't have those abilities.

Stampede

{1}{G}{G}

Instant

Attacking creatures get +1/+0 and gain trample until end of turn.

Stench of Evil

{2}{B}{B}

Sorcery

Destroy all plains. For each land put into a graveyard this way, Stench of Evil deals 1 damage to that land's controller unless he or

she pays {2}.

Stone Rain

{2}{R}

Sorcery

Destroy target land.

Stone Spirit

{4}{R}

Creature -- Spirit

4/3

Stone Spirit can't be blocked by creatures with flying.

Stonehands

{2}{R}

Enchant Creature

Enchanted creature gets +0/+2.

{R}: Enchanted creature gets +1/+0 until end of turn.

Storm Spirit

{3}{G}{W}{U}

Creature -- Spirit

3/3

Flying

{T}: Storm Spirit deals 2 damage to target creature.

Stormbind

{1}{R}{G}

Enchantment

{2}, Discard a card at random from your hand: Stormbind deals 2 damage to target creature or player.

Stromgald Cabal

{1}{B}{B}

Creature -- Knight

2/2

{T}, Pay 1 life: Counter target white spell.

Stunted Growth

{3}{G}{G}

Sorcery

Target player chooses three cards from his or her hand and puts them on top of his or her library in any order.

Sulfurous Springs

Land

{T}: Add one colorless mana to your mana pool.

{T}: Add {B} or {R} to your mana pool. Sulfurous Springs deals 1 damage to you.

Sunstone

{3}

Artifact

{2}, Sacrifice a snow-covered land: Prevent all combat damage that

would be dealt this turn.

Swamp  
Land  
[B]

Swords to Plowshares  
{W}  
Instant  
Remove target creature from the game. Its controller gains life equal to its power.

Tarpan  
{G}  
Creature -- Tarpan  
1/1  
When Tarpan is put into a graveyard from play, you gain 1 life.

Thermokarst  
{1}{G}{G}  
Sorcery  
Destroy target land. If it's a snow-covered land, you gain 1 life.

Thoughtleech  
{G}{G}  
Enchantment  
Whenever an island an opponent controls becomes tapped, you may gain 1 life.

Thunder Wall  
{1}{U}{U}  
Creature -- Wall  
0/2  
#(Walls can't attack.)#  
Flying  
{U}: Thunder Wall gets +1/+1 until end of turn.

Timberline Ridge  
Land  
{T}: Add {R} or {G} to your mana pool. Timberline Ridge doesn't untap during its controller's next untap step.

Time Bomb  
{4}  
Artifact  
At the beginning of your upkeep, put a time counter on Time Bomb.  
{1}, {T}, Sacrifice Time Bomb: Time Bomb deals damage to each creature and each player equal to the number of time counters on Time Bomb.

Tinder Wall  
{G}  
Creature -- Wall  
0/3

#{Walls can't attack.)#

Sacrifice Tinder Wall: Add {R}{R} to your mana pool.

{R}, Sacrifice Tinder Wall: Tinder Wall deals 2 damage to target creature it's blocking.

Tor Giant

{3}{R}

Creature -- Giant

3/3

Total War

{3}{R}

Enchantment

Whenever a player attacks with one or more creatures, destroy all untapped non-Wall creatures that player controls that didn't attack, except for creatures the player hasn't controlled continuously since the beginning of the turn.

Touch of Death

{2}{B}

Sorcery

Touch of Death deals 1 damage to target player. You gain 1 life.

Draw a card at the beginning of the next turn's upkeep.

Touch of Vitae

{2}{G}

Instant

Target creature gains haste and "{0}: Untap this creature. Play this ability only once." until end of turn. #{The creature may attack and #{T}# the turn it comes under your control.)#

Draw a card at the beginning of the next turn's upkeep.

Trailblazer

{2}{G}{G}

Instant

Target creature is unblockable this turn.

Underground River

Land

{T}: Add one colorless mana to your mana pool.

{T}: Add {U} or {B} to your mana pool. Underground River deals 1 damage to you.

Updraft

{1}{U}

Instant

Target creature gains flying until end of turn.

Draw a card at the beginning of the next turn's upkeep.

Urza's Bauble

{0}

Artifact

{T}, Sacrifice Urza's Bauble: Look at a card at random in target

player's hand. You draw a card at the beginning of the next turn's upkeep.

Veldt

Land

{T}: Add {G} or {W} to your mana pool. Veldt doesn't untap during its controller's next untap step.

Venomous Breath

{3}{G}

Instant

At end of combat, destroy all creatures that blocked or were blocked by target creature this turn.

Vertigo

{R}

Instant

Vertigo deals 2 damage to target creature with flying. That creature loses flying until end of turn.

Vexing Arcanix

{4}

Artifact

{3}, {T}: Target player names a card and then reveals the top card of his or her library. If it's the named card, the player puts it into his or her hand. Otherwise, the player puts it into his or her graveyard and Vexing Arcanix deals 2 damage to him or her.

Vibrating Sphere

{4}

Artifact

Creatures you control get +2/+0 during your turn.

Creatures you control get -0/-2 during other players' turns.

Walking Wall

{4}

Artifact Creature -- Wall

0/6

#{Walls can't attack.}#

{3}: Walking Wall gets +3/-1 until end of turn and may attack this turn as though it weren't a Wall. Play this ability only once each turn.

Wall of Lava

{1}{R}{R}

Creature -- Wall

1/3

#{Walls can't attack.}#

{R}: Wall of Lava gets +1/+1 until end of turn.

Wall of Pine Needles

{3}{G}

Creature -- Wall

3/3

#{Walls can't attack.)#  
{G}: Regenerate Wall of Pine Needles.

Wall of Shields  
{3}  
Artifact Creature -- Wall  
0/4  
#{Walls can't attack.)#  
Banding

War Chariot  
{3}  
Artifact  
{3}, {T}: Target creature gains trample until end of turn.

Warning  
{W}  
Instant  
Prevent all combat damage that would be dealt by target attacking creature this turn.

Whalebone Glider  
{2}  
Artifact  
{2}, {T}: Target creature with power 3 or less gains flying until end of turn.

White Scarab  
{W}  
Enchant Creature  
Enchanted creature can't be blocked by white creatures.  
Enchanted creature gets +2/+2 as long as an opponent controls a white permanent.

Whiteout  
{1}{G}  
Instant  
All creatures lose flying until end of turn.  
Sacrifice a snow-covered land: Return Whiteout from your graveyard to your hand.

Wiitigo  
{3}{G}{G}{G}  
Creature -- Wiitigo  
0/0  
Wiitigo comes into play with six +1/+1 counters on it.  
At the beginning of your upkeep, put a +1/+1 counter on Wiitigo if it has blocked or been blocked since your last upkeep. Otherwise, remove a +1/+1 counter from it.

Wild Growth  
{G}  
Enchant Land  
Whenever enchanted land is tapped for mana, its controller adds {G}

to his or her mana pool.

Wind Spirit

{4}{U}

Creature -- Spirit

3/2

Flying

Wind Spirit can't be blocked except by two or more creatures.

Wings of Aesthir

{W}{U}

Enchant Creature

Enchanted creature gets +1/+0 and has flying and first strike.

Winter's Chill

{X}{U}

Instant

Play Winter's Chill only during combat before the declare blockers step.

X can't be greater than the number of snow-covered lands you control.

Destroy X target attacking creatures at end of combat. For each attacking creature, its controller may pay {1} or {2} to prevent this effect. If that player pays only {1} for that creature, prevent all combat damage that would be dealt to and dealt by that creature this turn.

Withering Wisps

{1}{B}{B}

Enchantment

At end of turn, if no creatures are in play, sacrifice Withering Wisps.

{B}: Withering Wisps deals 1 damage to each creature and each player. Spend no more {B} this way each turn than the number of snow-covered swamps you control.

Woolly Mammoths

{1}{G}{G}

Creature -- Mammoth

3/2

Woolly Mammoths has trample as long as you control a snow-covered land.

Woolly Spider

{1}{G}{G}

Creature -- Spider

2/3

Woolly Spider may block as though it had flying.

Whenever Woolly Spider blocks a creature with flying, Woolly Spider gets +0/+2 until end of turn.

Word of Blasting

{1}{R}

Instant

Destroy target Wall. It can't be regenerated. Word of Blasting deals damage equal to that Wall's converted mana cost to the Wall's controller.

Word of Undoing

{U}

Instant

Return target creature and white enchantments you own enchanting that creature to their owners' hands.

Wrath of Marit Lage

{3}{U}{U}

Enchantment

Red creatures don't untap during their controllers' untap steps. When Wrath of Marit Lage comes into play, tap all red creatures.

Yavimaya Gnats

{2}{G}

Creature -- Insect

0/1

Flying

{G}: Regenerate Yavimaya Gnats.

Zuran Enchanter

{1}{U}

Creature -- Wizard

1/1

{2}{B}, {T}: Target player discards a card from his or her hand. Play this ability only during your turn.

Zuran Orb

{0}

Artifact

Sacrifice a land: You gain 2 life.

Zuran Spellcaster

{2}{U}

Creature -- Wizard

1/1

{T}: Zuran Spellcaster deals 1 damage to target creature or player.

Zur's Weirthing

{3}{U}

Enchantment

Players play with their hands revealed.

If a player would draw a card, he or she reveals it instead. Then any other player may pay 2 life. If a player does, put that card into its owner's graveyard. If no one does, that player draws the card.